

A M E N D M E N T

Clean Version

Please amend the above-identified application as follows:

IN THE CLAIMS:

Please **REPLACE** Claims 38, 48-49, 52-54 and 59 as follows:

~~38.~~ (AMENDED) A method for directing a computing device to conduct a game of chance, the method comprising the steps of:
generating a representation of a card having a first class;
displaying the representation of the card, thereby displaying an indicia of the first class;
and
displaying an indicia representing forthcoming expiration of the first class corresponding to the representation of the card.

~~48.~~ (AMENDED) A method comprising:
generating a first subject game element having a first class;
displaying the first subject game element at a first location, thereby displaying an indicia of the first class;
in response to expiration of a period of time, assigning a second class to the first subject game element;
displaying the first subject game element at a second location, thereby displaying an indicia of the second class;
generating a second subject game element having a third class;
before the expiration of the period of time, displaying the second subject game element at the first location, thereby displaying an indicia of the third class.

~~49.~~ (AMENDED) The method of claim ~~48~~, further comprising:
receiving a placement signal;
in which displaying the first subject game element at the second location comprises:

E2

displaying the first subject game element at the second location based on the placement signal.

10 52.

(AMENDED) A method comprising:
generating a subject game element having a first class;
displaying the subject game element at a first location, thereby displaying an indicia of the first class;
receiving from a player a placement signal that indicates a second location;
displaying the subject game element at the second location;
displaying an indicia representing forthcoming expiration of the subject game element;
and
receiving a signal via a lock button, the signal effective to prevent the subject game element from expiring.

11 53.

(AMENDED) A method comprising:
generating a subject game element having a first class;
displaying the subject game element at a first location, thereby displaying an indicia of the first class;
receiving from a player a placement signal that indicates a second location;
displaying the subject game element at the second location;
displaying an indicia representing forthcoming expiration of the first class; and
receiving a signal via a lock button, the signal effective to prevent the first class from expiring.

E3

12 54.

(AMENDED) A method comprising:
generating a subject game element having a first class;
displaying the subject game element at a first location, thereby displaying an indicia of the first class;
receiving from a player a placement signal that indicates a second location;
displaying the subject game element at the second location;
displaying an indicia representing forthcoming change of the subject game element; and

E3 receiving a signal via a lock button, the signal effective to prevent the subject game element from changing.

11
59. (AMENDED) A method comprising:
generating a subject game element having a first class;
displaying the subject game element at a first location, thereby displaying an indicia of the first class;
E4 receiving from a player a placement signal that indicates a second location;
displaying the subject game element at the second location;
displaying an indicia representing forthcoming expiration of the subject game element;
and
in response to expiration of a period of time, erasing the subject game element.
